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Gentlemen;

The Milwaukee Rugby Football Club takes great pleasure in presenting its First Yearbook. It is the hope of the club to make this an annual publication to acquaint you with the club and keep you informed of its progress and growth.

I would like to take this opportunity to thank our advertisers, the people whose contributions to rugby have made it possible to print this book. I encourage all who read this letter to frequent these advertisers and mention that you saw their ad in the Milwaukee RFC Yearbook. It is with your help and theirs that rugby will continue to grow in Milwaukee.

I would also like to thank the following members of the club for their assistance in selling ads:

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In addition to the above mentioned, special thanks go to Stevie Rauschke for the excellent photography work she did, to Danny Lewandowski of Sullivan's Press who worked so hard to put this yearbook together, and to Larry and Erlene Stemper for their undying faith.

I sincerely hope that you will find this book interesting and entertaining and that you will continue to support Milwaukee Rugby.

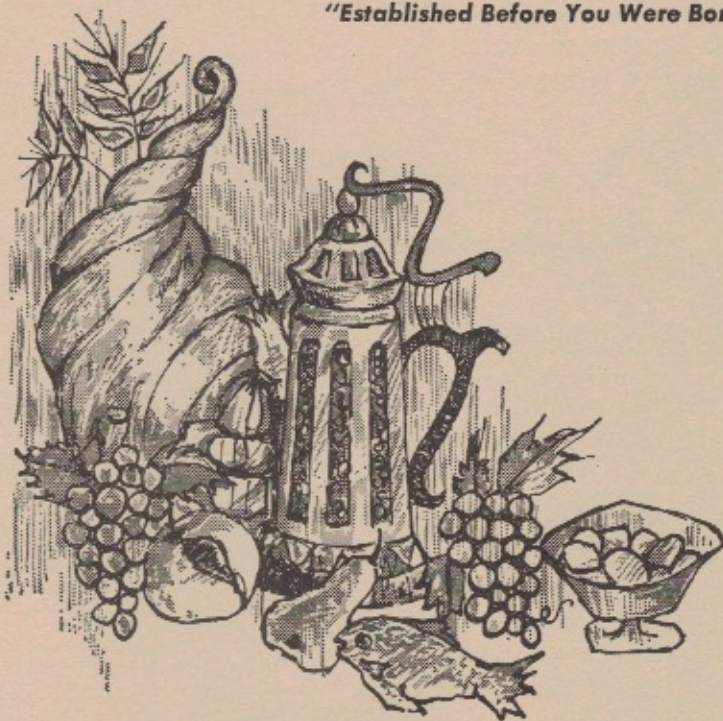
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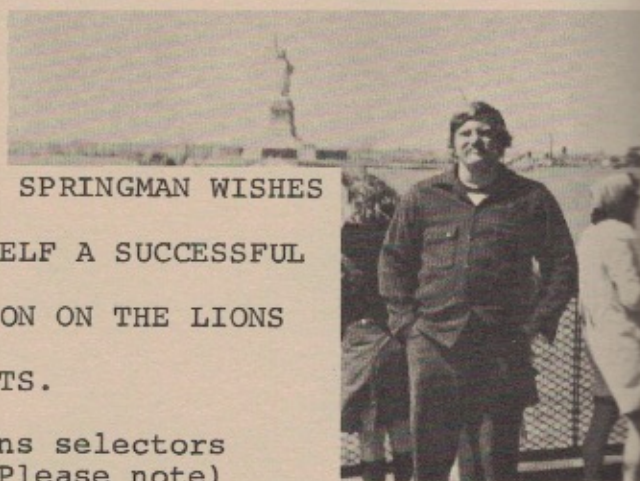
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1974

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Hello Down There

The most popular misconception about rugby is that all rugby players are enormous brutes. In fact, a large portion of the rugby playing population consists of the lowest kind of human being--lowest to the ground that is--the Midget. The Milwaukee RFC forwards define midget as anyone under 5'8" tall and who doesn't like to be called "Shorty".

There are many inherent dangers which threaten people in this classification such as flash floods, plummeting from bar stools and falling into cracks in sidewalks. They must be careful not to walk under ladders, lawnmowers, carpets or air hammers.

Midgets all subscribe to the philosophy that the best things come in small packages. There are some advantages to being short, you can always ride the bus or enter the movie for half price, you wear hand me downs from your younger brothers and you can go either way through a turnstile with only the slightest dip of the head.

But in what other contact sport can you find a man 5'4" tall, 125 lbs. playing against a 6'5" giant weighing 250 lbs.

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The Highest Honor Awarded By The Milwaukee RFC Is The Presentation Of The Club's Mug. This Honor Is Given To Individuals Who Have Contributed Their Efforts To Make Milwaukee A First Class Rugby Organization. Few People Realize What An Arduous Task It Is To Keep A Club Functioning Smoothly Throughout The Year. The Following Club Members Have Been Recognized For Their Willingness To Accept That Responsibility And Take It Upon Themselves To Sacrifice Their Time And Energy For The Benefit Of Milwaukee Rugby. This Is Our Way Of Saying Thanks To: ARNIE ROSE, JOHN AUTEN, PADDY CROWLEY, DAVE BLICK, CAL DOMINEY, KEN BOSTON, TOM BECKMANN, TOM KAUSCH, JOHN MODRINSKI and JAY STEMPER.



ARNIE ROSE inquiring about the origin of an opponent's mother.

Nothing escapes the watchful eye of JOHN AUTEN.





PADDY CROWLEY is caught from behind by entire North St. Louis team.



CAL DOMINEY sets to pass to KEN BOSTON as Amoco pursues.

DAVE BLICK sandwiched by two Lions players.



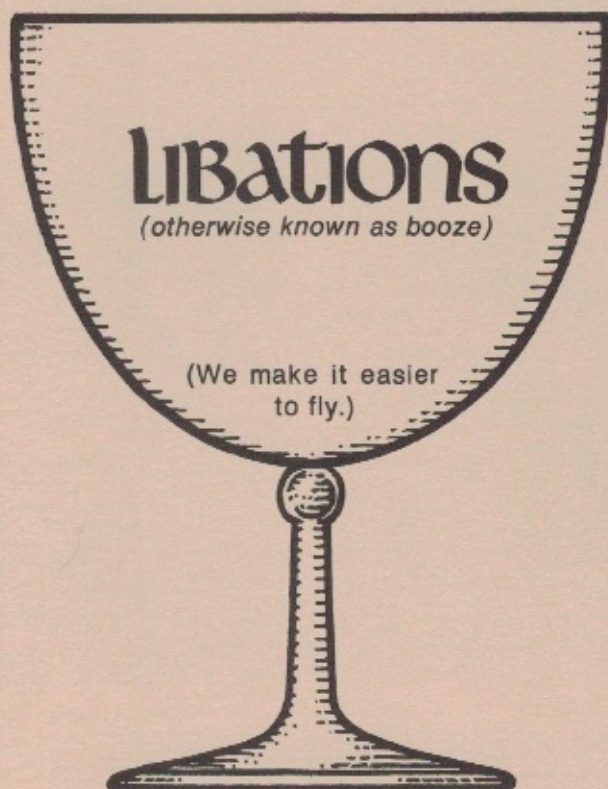
TOM BECKMANN breaks through vs. Minnesota.



JOHN MODRINSKI and JAY STEMPEL, possibly singing.



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1974-75 SEASON SCHEDULE



All Milwaukee home games to be played at the Wilson Park Arena — 20th St. and Howard Ave. — unless noted otherwise.



OCTOBER

11 Fri., 8:00 PM ... Chicago Cardinals Exhibition at Milwaukee
12 Sat., 8:00 PM ... St. Paul Bruins Exhibition at Milwaukee
18 Fri. ... Chicago Warriors at Chicago
19 Sat. ... Central Wis. Flyers at Stevens Point
26 Sat. ... Marquette Iron Rangers at Marquette
27 Sun. ... Thunder Bay Twins at Thunder Bay
31 Thurs., 7:30 PM ... Green Bay Bobcats at Milwaukee

NOVEMBER

* 2 Sat., 8:00 PM ... Thunder Bay Twins at Milwaukee
9 Sat., 8:00 PM ... Waterloo Black Hawks at Milwaukee
* 14 Thurs., 7:30 PM ... Sioux City Musketeers at Milwaukee
16 Sat., 8:00 PM ... Central Wis. Flyers at Milwaukee
22 Fri. ... Thunder Bay Twins at Thunder Bay
23 Sat. ... Copper Country Chiefs at Calumet
27 Wed. ... Sioux City Musketeers at Sioux City
28 Thurs. ... Waterloo Black Hawks at Waterloo
30 Sat., 8:00 PM ... Waterloo Black Hawks at Milwaukee

DECEMBER

* 5 Thurs., 7:30 PM ... To be Announced Exhibition at Milwaukee
6 Fri. ... Thunder Bay Twins at Thunder Bay
7 Sat. ... Marquette Iron Rangers at Marquette
14 Sat. ... Waterloo Black Hawks at Waterloo
19 Thurs. ... Green Bay Bobcats at Green Bay
21 Sat. ... Copper Country Chiefs at Calumet
22 Sun. ... Copper Country Chiefs at Calumet
27 Fri., 8:00 PM ... Marquette Iron Rangers at Milwaukee
28 Sat., 8:00 PM ... Chicago Warriors at Milwaukee
29 Sun. ... Chicago Warriors at Chicago

JANUARY

4 Sat., 8:00 PM ... Copper Country Chiefs at Milwaukee
* 9 Thurs., 7:30 PM ... Central Wis. Flyers at Milwaukee
11 Sat., 8:00 PM ... Chicago Warriors at Milwaukee
17 Fri., 8:00 PM ... Marquette Iron Rangers at Milwaukee
25 Sat., 8:00 PM ... Sioux City Musketeers at Milwaukee
26 Sun. ... Chicago Warriors at Chicago
29 Wed. ... Central Wis. Flyers at Stevens Point
31 Fri. ... Sioux City Musketeers at Sioux City

FEBRUARY

1 Sat., 8:00 PM ... Copper Country Chiefs at Milwaukee
8 Sat., 8:00 PM ... Copper Country Chiefs at Milwaukee
9 Sun., 2:00 PM ... Marquette Iron Rangers at Milwaukee
15 Sat., 8:00 PM ... Sioux City Musketeers at Milwaukee
22 Sat., 8:00 PM ... Chicago Warriors at Milwaukee
23 Sun. ... Green Bay Bobcats at Green Bay
* 27 Thurs., 7:30 PM ... Green Bay Bobcats at Milwaukee

MARCH

1 Sat., 8:00 PM ... Central Wis. Flyers at Milwaukee
6 Thurs. ... Marquette Iron Rangers at Marquette
7 Fri., 8:00 PM ... Thunder Bay Twins at Milwaukee
8 Sat., 8:00 PM ... Thunder Bay Twins at Milwaukee
9 Sun. ... Green Bay Bobcats at Green Bay
12 Wed. ... Central Wis. Flyers at Stevens Point
15 Sat., 8:00 PM ... Green Bay Bobcats at Milwaukee
* 20 Thurs., 7:30 PM ... Waterloo Black Hawks at Milwaukee
22 Sat. ... Waterloo Black Hawks at Waterloo
23 Sun. ... Sioux City Musketeers at Sioux City

* GAMES PLAYED AT DOWNTOWN MILWAUKEE ARENA

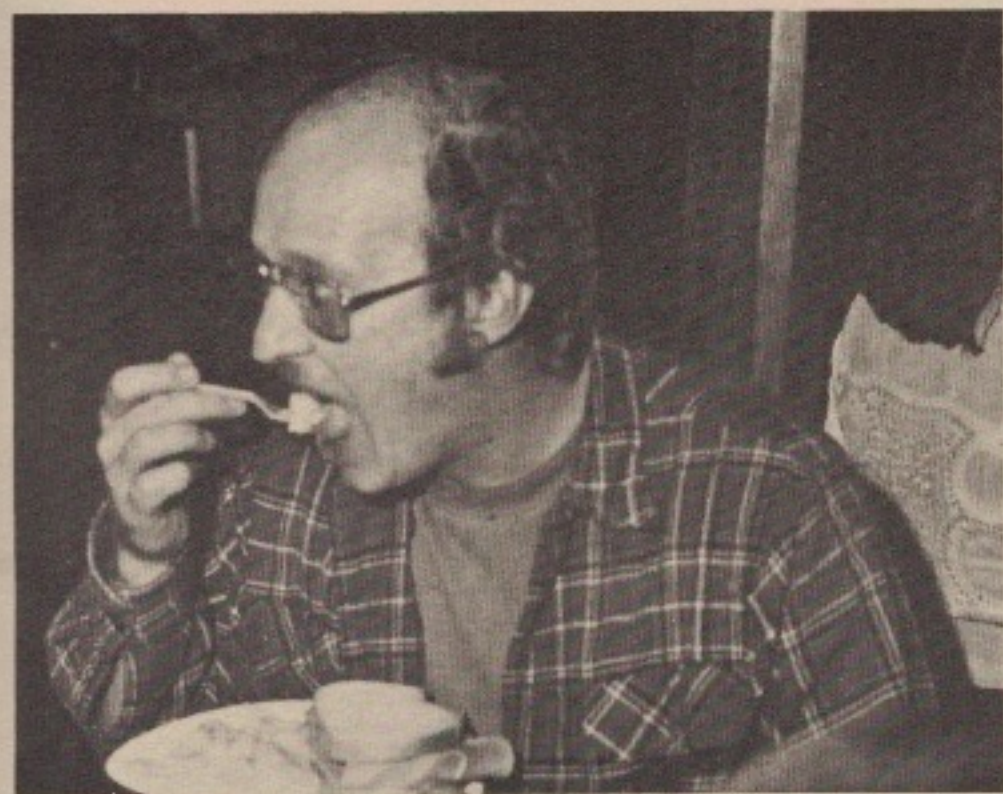
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MILWAUKEE RUGBY CLUB 1968-1974



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Being the "Beer Capitol of the World", Milwaukee was a natural spot for a rugby club to form. The city had even hosted a Mid-American Tournament before it had a team. So in 1968, a U. of Wisconsin rugger named Dai Blick wearied of traveling to Madison to play his rugby and set out to form a club in Milwaukee. With the help of other former Wisconsin players Dick Farrell, Dave McCord and Vic Hilarov, and Irishman Paddy Crowley, they recruited a number of students from UW-Milwaukee and went off to play the Chicago Lions. That first venture ended in a 9-3 defeat and was the only loss of the season, the club finishing with a 3-1-2 record and a final game 3-3 tie at home against Wisconsin, then defending Big Ten champions.

No one could have guessed that six years later the only players still active would be a couple of then college freshmen, John Modrinski and Greg Schwabe, and eternal teen angel Arnie Rose. That first season initiated rivalries with the Lions and Wisconsin which have continued over the years. The first team provided the club with another tradition which it has maintained, a strong social motivation after the game ended.

The players worked hard to recruit that winter and were able to find a couple more ex-Wisconsin players, Jay Stemper and John Gardiner as well as

ex-Washington rugger Ross Kendall and former Michigan State captain John Brandt. In the fall of '69, Dave Scott and Tom Beckmann moved in from Madison and Bill Tiffany from the U. of Iowa and the club now had a solid base of experienced players who, along with newcomers Tim O'Keefe, Gary Burns, Mike Bondar and Gene Roberson, could compete with the top teams in the Midwest. Tom Beckmann captained the side which defeated Illinois and Quad Cities and tied Iowa and the Lions. The season ended when Wisconsin scored in the last five minutes to take a 3-0 victory in Milwaukee. Milwaukee seemed well on its way to fielding one of the powers in the Midwest as the 1970 season approached. But as quickly as the club had gained experienced players, it lost them that winter. Only Jay Stemper's return from New York saved the club. Acting as Captain, President, and Social Chairman and doing all that had to be done to operate the club, Jay held the side together until better fortunes smiled on Milwaukee again.

They didn't return until the summer of '71 when the club scored its first victory over arch Rival Wisconsin, 18-14. The party lasted well into the night. Then in September, in the club's first international encounter, the team grabbed third place in the Windsor Borderer's Tournament, losing only to champion Palmer while

winning four of five games. With John Modrinski and John Stover as Co-Captains the club enjoyed some rewarding victories in the fall including a 30-7 defeat of the Lions B and a 9-6 victory over Des Moines to knock them out of the Quad Cities Championship.

In the spring of '72, an up and down season was highlighted by victories over Big Ten champion Illinois in the Mid-American Tournament and the first victory ever against the U. of Chicago. But the game that all will remember was the first regular season victory over Wisconsin by 6-4. Wayne Wolski, breathing blood and fire through a hole in his dentures where only the evening before a tooth had been, carried three Wisconsin tacklers over the line and Jay Stemper converted the try that gave the club one of its fondest memories.

With younger players gaining valuable experience and the additions of Ken Boston from the Lions and Englishman Cal Dominey, the club was ready to embark on its finest season. With Tom Beckmann as captain, the team played the best rugby in its four year history and compiled a 9-1-1 record. In addition to defeating Wisconsin, Purdue and the U. of Chicago, the club captured its first tournament championship with a 34-0 victory over Quad Cities in the final game of the Quad Cities Invitational Tournament. Averaging over 23 points per game, the team finished the year with a total of 16 victories at home against only a loss and a tie.

In the spring of '73 the club picked up where it had left off in the fall by winning its first eight games. A disappointing last minute try by Minnesota ended the perfect season and eliminated the team from the Mid-America Championship.

Despite losing both Ken Boston and Cal Dominey in the fall, the club came back from losing the first three games to win ten in a row and again go home with the Quad Cities Championship. In Wayne Wolski's first season as captain the club had also defeated the defending Big Ten champion for the third consecutive

year, this time by beating Minnesota in Minneapolis by 15-12. The club was also recognized as the unofficial party champion at Quad Cities for the third consecutive year, an endeavor that came natural to all members of the club.

By this time the club was made up almost entirely of players who'd had no previous rugby experience before joining Milwaukee RFC. But the players had been together for three years and the club had developed a style of its own, combining aggressive forward play with a hard running backfield which had produced 48 victories in the previous two years.

The club again looked anxiously to the spring season but with the departures of Tony Menhart, to Australia, Tom Beckmann, to Chicago, and Wayne Wolski to the knee surgeon, the club had lost all but two of its backs from the previous spring. The season was spent rebuilding and establishing a strong second side.



Choosing John Modrinski again as captain, the club looks toward a successful fall in 1974. After placing second in Fort Wayne's Three Rivers Tournament in July, the club began practice for the regular season and will field three fifteens each weekend. The extra fifteen players should help the city of Milwaukee establish new records in beer consumption.

WHAT'S GOING ON OUT THERE?

If you are reasonably familiar with American Football you will be able to follow rugby. The intent of each side is the same: to carry a blown-up pigskin over the goal line, or kick the same through the goal posts with more consistency than your opposition.

Rugby is actually a much simpler game than our brand of football. There aren't nearly the number of technicalities within the laws of the game. A newcomer may be somewhat baffled by the continuous play; much like basketball, rugby action does not come to a halt until someone scores, the ball goes out of bounds, or a rule is broken. Squads do not take time in a huddle to prepare strategy. No platoons for defense and offense exist. A good side will respond instantly to a number of defensive and offensive situations, each member of the team moving independently within his role, but collectively for total effect.

Rules are few and broad enough to allow rugby players to be much more versatile than American Football players. Each side is composed of eight *Forwards* and seven *Backs*. Every man on the field or *pitch* is a triple threat to run, pass or kick.

TO THE ATTACK

It is generally the assignment of the Forwards to secure possession of the ball and then put it out to the Backs for a successful offensive maneuver. The ball can be advanced or moved three ways; it can be *carried forward*, *passed laterally or backward*, or *kicked*, mostly forward. If the Backfield attack breaks down, rugby Forwards, not like Football Linemen, can handle the ball and become a dynamic offensive force themselves.

ON THE DEFENSE

Stop the advance? Tackle the man with the ball. He *must* let go once he is pulled down. Then get possession of the ball and start back the other way yourself. That's why rugby play goes on when American Football play stops. There are no "First Downs" in rugby. Go until you score.

OFFSIDES

The scrumage line in rugby is for the most part absent, or, at least mobile. Its rugger counterpart is the *offside line*, an imaginary line that runs across the field through the ball — while it moves! To qualify to take part in the action, a rugby player must play from *BEHIND* the ball, both defensively and offensively. Thus the futility of the forward pass. Likewise, the stupidity of throwing a block. And finally, the criminality of a man chasing the ball when it has just been kicked by a teammate from behind him. He must wait until that man, the kicker, has run upfield and passed him to put him back *onside*. When a ball is booted a long way upfield you will see players who are *offside* raise their arms and back away so as not to be judged offside by the referee.

SCORE!

And so the struggle ensues. There is a kickoff from mid-field that must go ten yards. The pigskin becomes elusive and always attracts a crowd. Each side strikes up and down the field until one is fortunate and skillful enough

to break through and cross the opponent's goal-line and *touch the ball* down to the ground. This touchdown or *try* is worth four points. Notice that the ball must be put to the ground, just crossing the line is not enough to get a team a score. If a man runs out of the end zone — *goal area* — or is held erect so he is unable to get the ball to the turf, the score doesn't count. Once a try is made, a *conversion kick* is awarded: a chance to get two more points with a kick taken from the ground anywhere along a line perpendicular to the goal line from the place of the touch-down. Two other kinds of kicks can put points on the scoreboard. A *dropkick* can be taken at the posts anytime during play, and it brings three points for a successful effort. If the referee finds a team breaking a law he awards a *penalty kick* to the opposition from the point of the infraction. A place kick from that circumstance that splits the uprights is worth three points.

BLUNDER AND YOU WILL SUFFER

One of the secrets of good rugby is to be aware of all the rules and to be able to take advantage instantly of any opportunities that may arise. An unalert player may ruin the effort of his entire team by either hesitating when he should spring to the advantage, or by violating a law, thus giving the opposition a free kick. We have already discussed one of the infractions which may bring about a penalty kick: being offside. Other major blunders include holding the ball after a tackle, throwing the ball out of bounds intentionally, lying on the ball, blocking or obstructing, and tripping or other dangerous tackling (you must make a grasp at the man you intend to bring down). Fans will be able to recognize the guilty squad by the ten-yard retreat they *must* make from the point of the infraction.

Minor violations of the laws such as a knock-on (fumble forward) or a forward pass result in a scrumage.

THE SCRUM

The whistle blows. A man has fumbled or passed forward, and the referee has called for a scrumage. The eight Forwards on each team *bind* together in a formidable pack and come together headfirst against the opposition, aligned in the same manner. The team that did not commit the knock-on is awarded the ball. The *Scrum-half* or *Half* from that side sends the pigskin in between the two struggling masses. They push and butt heads and try to use their feet (no hands) to *heel* the ball back through their own scrum. The Scrum-half darts behind his own pack and awaits the emergence of the ball. He has to wait until the ball passes the feet of the last man in the scrum. A penalty is assessed for reaching into the pack for the ball. Once it is out the Half plucks the ball off the ground and attempts to pass it out to his backfield. This type of scrumage is known as a set scrum or set play because each man assumes a distinct position in the formation (see diagram).

RUCK, RUCK OR: ON THE LOOSE

But the set scrum is not the only scrumage that can occur on the field. Oftentimes when a man is tackled or the ball is free in a crowd of forwards a loose scrum or *loose ruck* occurs. No whistles signal this variation. No set positions are required. Whoever gets to the ball first forms the *ruck*. Players get to the spot, bind into a pack and attempt to step over the ball to secure possession. Mercy to the poor soul trapped beneath two rucking

sides. The same rules apply to loose scrummages: no hands, the ball must be completely heeled or stepped-over before the scrum-half can play the ball out to his backfield. The advantages of good rucking are straightforward but vitally important: confusion is eliminated by giving definite possession to the team that rucks successfully. And that team's backfield has time to set up for an effective maneuver into enemy territory.

AND THE MAUL

The *Maul* is another form of scrumage. When a man is hit while carrying the ball, but does not lose his feet and retains forward momentum, players from his team will pack onto him, holding him up and retaining the advance. The defense will try to stop the rush by packing against the bound mass or by pulling the man with the ball to the ground. As long as the ball is being carried forward the maul is legal. If it stalls, the ball must be dropped or passed out.

LINEOUT

When the ball is kicked or forced *into touch* — out of bounds — play is restarted by a lineout. A player from the team who did not touch the ball last throws the ball from out of bounds between two parallel lines of forwards standing perpendicular to the point where the ball left play. The nearest man in the *line* must be at least five yards from the touch line. The thrower attempts to loft the ball to the apex of the leap of his team's best *jumper*. The jumper does his best to secure a grasp on the ball and deliver it cleanly to his scrum half. A well-timed transfer assures the men in the backfield of getting a good pass from their scrum-half. A ball that is tipped down or passed sloppily puts the poor scrum half in terrible straits, vulnerable to the *break-through* of charging opposition forwards. The forwards of a scrambling scrum-half do their best to shield their man by binding tightly to prevent an opposition break-through.

OPTING TO RUN

Those used to watching American Football enjoy nothing better than a man who tucks the ball under his arm and scampers a long distance for a score. At first glance, rugby appears to be the broken-field runner's dream: Man for man coverage all around. One slight variation in the game turns a potential dream into a nightmare: no blocking. A runner may beat his man, pick up ten, twenty, even thirty yards, and then suddenly the boom is lowered by the covering defense. The ball carrier is on the ground, the ball is lost, and the defense quickly turns to the attack. The absence of blocking, and the loss of possession after a tackle quickly get the most powerful runner looking for more options than just putting his head down and pounding ahead.

CHOOSE TO PASS

A competent rugby side will make a great effort to never allow a man to be isolated without someone to pass to. Even when the *Openside Wing* finally receives the ball he will be looking back inside for supporting members of his own squad. A crisp-passing and well coordinated team will tie the opposition in knots by continually changing the direction of the attack with good passing. It might appear that passing is somewhat limited by the elimination of the forward pass. But the variation in distance, speed and delivery is endless. Good squads will exploit all possibilities, even using the forward pack as a rushing group of over-sized option quarterbacks.

KICK, KICK, KICK

The final option of a triple-threat attacking rugger is

the kick. One thing about kicking: it's a lot easier to boot the ball forward thirty yards than it is to run the same distance with the ball. The kicking game is the backbone of a rugby side. Good kicks set up the good pass or the good run. A team without an effective kicking game soon finds itself pinned deep in its own territory, a sorry lot indeed.

A kick can be used in deadly fashion many ways, but it can also be a team's greatest enemy. Just to kick the ball is not enough. Use the type of boot that suits the situation, forces the opposition on its heels, and allows your men to go to the attack.

The *Punt*: a long kick in American Football style. Used by a team defending its own end. Get the pressure off by kicking from behind your own twenty-five and out of bounds. Ball is thrown in from the point at which it went into touch.

The *Grubber*: taken usually by a man in the backfield. As his opposite number closes in, the man with the ball drills the ball by him on the ground, bouncing wildly, hard for the other team to handle.

The *Pop-kick*: another method of beating your opposite number. As your mark closes, you use a short stab of your leg and foot to literally 'pop' the ball over his head. He's coming toward you, has little chance to reverse his direction. If you haven't kicked too far, you should be able to field the ball on one of the first bounces and continue upfield.

The *Up-and-under*: a deadly sort of thing. The sight of this kick makes the most courageous defender tremble. The man with the ball gives it a tremendous taste of his foot — not for distance but for height — aiming to drop it several yards downfield from his own forward pack, where they descend with increasing speed and glee and bloody intentions on the hapless soul who parks in the spot to try to field the falling 'red cross.' This kick is often taken by the scrum half from the lineout or in a penalty situation. Defenders must give the catcher massive support or they will see this kick all day.

We have already discussed *point-getting* kicks: the *drop-kick* (3 pts.), the *conversion kick* (after a try, 2 pts) and the *penalty kick* (3 pts.) which all must be taken from the ground and sent through the uprights to count as scores.

THE FINAL GOAL; A BLEND; THE UNEXPECTED

No team will win many games if they rely too heavily on a single facet of the game, whether it be the run, pass, or kick. A successful side will set up the game-winning run, pass, or kick. A successful side will set up the game-winning run by establishing a kicking pattern, faking, and charging ahead. A man that has been passing-off all day may 'sell the dummy'; fake the pass and keep the ball, catching his opposite number helplessly off-balance. A set of backs that has been listlessly pitching the ball out may suddenly initiate an explosive cross-over maneuver where one back hesitates, and instead of running out to the sideline, takes the pass cutting back to the inside. A team that has been going to the openside of the field consistently may take the ball blindside to the chagrin of their opposition. A Fullback that has been conservatively fielding long kicks and booting them into touch may pick the ball up and set off on a long run, catching the defense unaware. These are tactics that contribute to winning rugby. As a new fan, give the game a chance, learn the basics and then begin to search out the fine points. Your efforts will reward you with the ability to appreciate rugger as a true blend of strength, finesse, speed and stamina.

How The Game Began

As nearly as can be determined, in 1823 a schoolboy named William Webb Ellis picked up a soccer ball and ran with it during a soccer match at Rugby School in England. Since the laws of the game of soccer football were rather vague at the time, Webb Ellis' teammates could not be convinced that he had been in violation of the rules. And thus the game of football, as played at Rugby School, was born. The game, still known as Rugby Football, did not have any formal structure or written rules until the late 1800's. By the early 1900's the game had spread throughout the world and was played in the U.S. and Canada. Actually the Grey Cup, now awarded to the champion of the Canadian Football league, was originally awarded to the Rugger champion of Canada.

In the U.S. however, there were as many versions of rules as there were clubs. One detail that was overlooked was the number of players to be used. Since this was not determined by the laws at the time, the home team had quite an advantage. Often the visitors were outnumbered by as many as 50 players and a typical game might be 50 Philadelphians against 100 New Yorkers all playing at the same time. According to historian W. Wayner, some players hadn't seen any action with the ball since the Little Bighorn. (From the "Life and Times of C.W. Moss")

Gradually rules were standardized and agreed upon before matches. As the rules changed, the game of Rugby in the U.S. became American Football. Terms such as offside, touchdown, field goal, scrimmage and fullback all came directly from rugby.

Slowly, rugby fought its way back in the U.S. and in 1924 the sport was included in the Olympics. Powerful rugby nations such as England, Wales, Ireland, Scotland, France, New Zealand

and South Africa refused to compete in the Olympics because it was against the nature of the game, the purpose of the sport being playing for enjoyment only.

And so the U.S. won the gold medal in rugby in 1924 and 1928, before the sport was dropped from the Olympics at the urging of the major rugby powers. Again the game experienced a lull in the U.S. until the 1960's when it began to grow by leaps and bounds.

In the Midwest, teams formed at Wisconsin, Notre Dame, Michigan and Illinois. In the mid '60's the Midwest Rugby Football Union formed to oversee the play of the member clubs and to promote the organization of new ones. Each spring the union holds a tournament to determine a champion. Except for this tournament the game is played purely for entertainment and the only rewards are the personal satisfactions derived by the individuals who participate or spectate.

Rugby is growing throughout the country and is played extensively on the East and West coasts in addition to the Midwest. At the present time there is no national organization of rugby teams although the groundwork is being done by the Midwest Union and possibly within the next five years there will be national championships as well as a national side to represent the U.S. in International competition.



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Oct. 19	Amoco	Home
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Oct. 26	Wisconsin	Away
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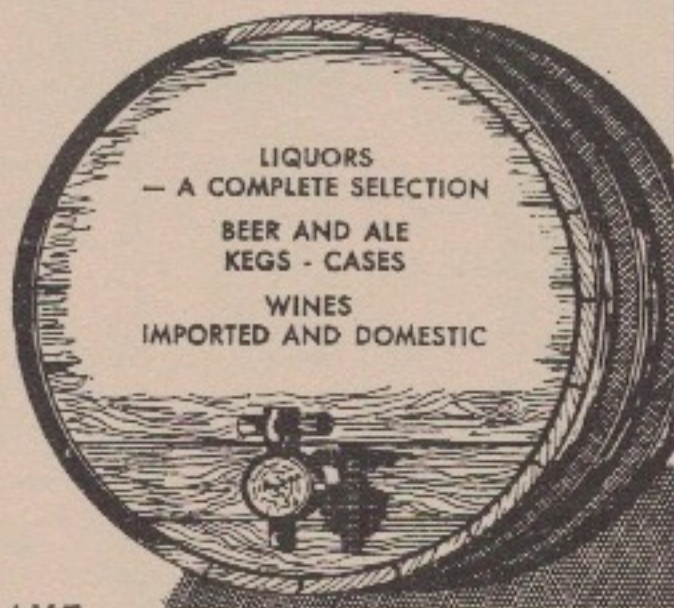
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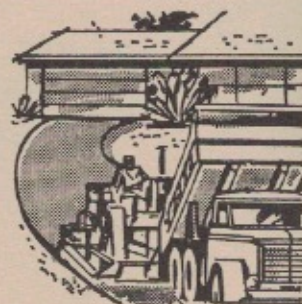
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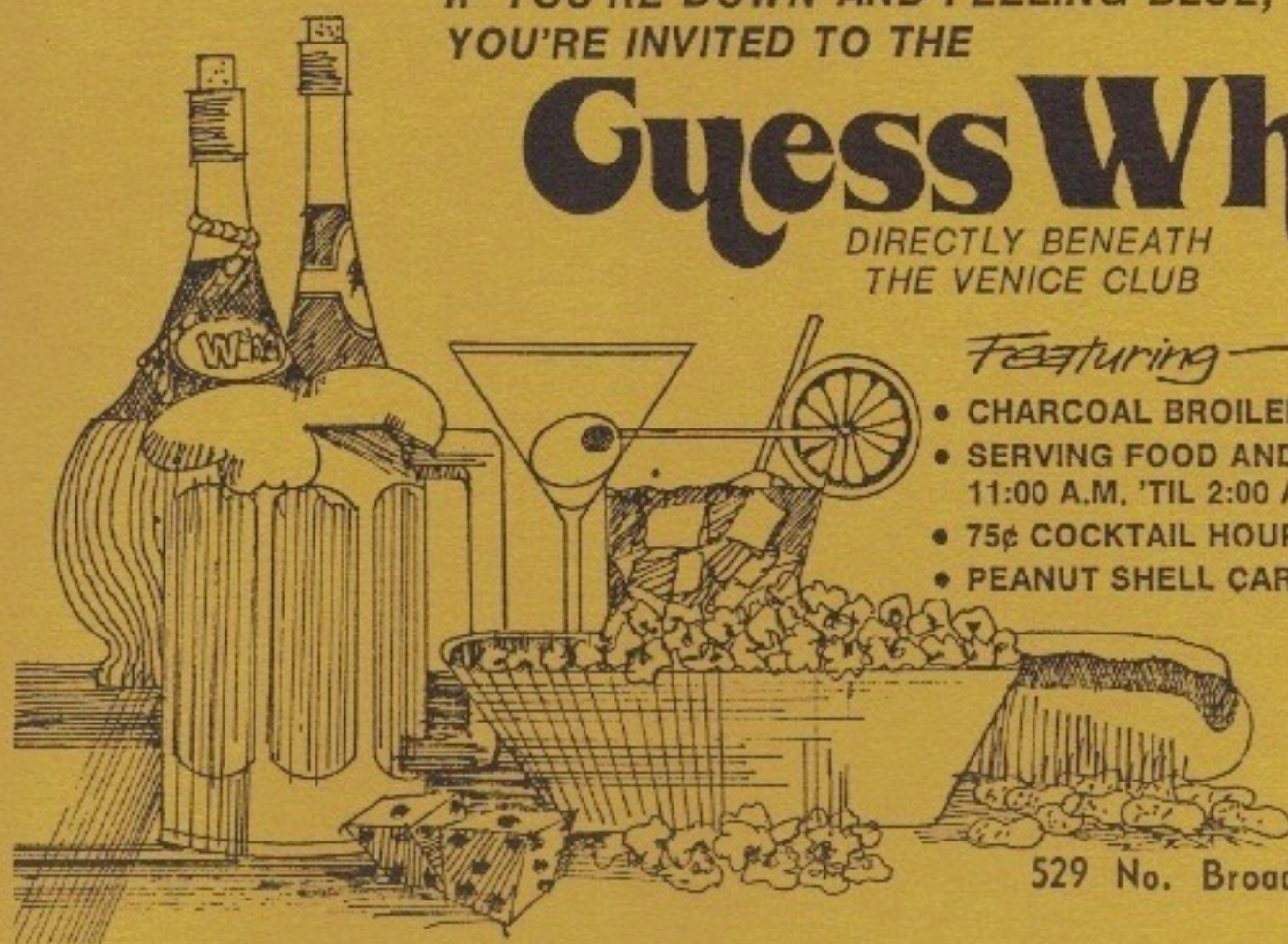
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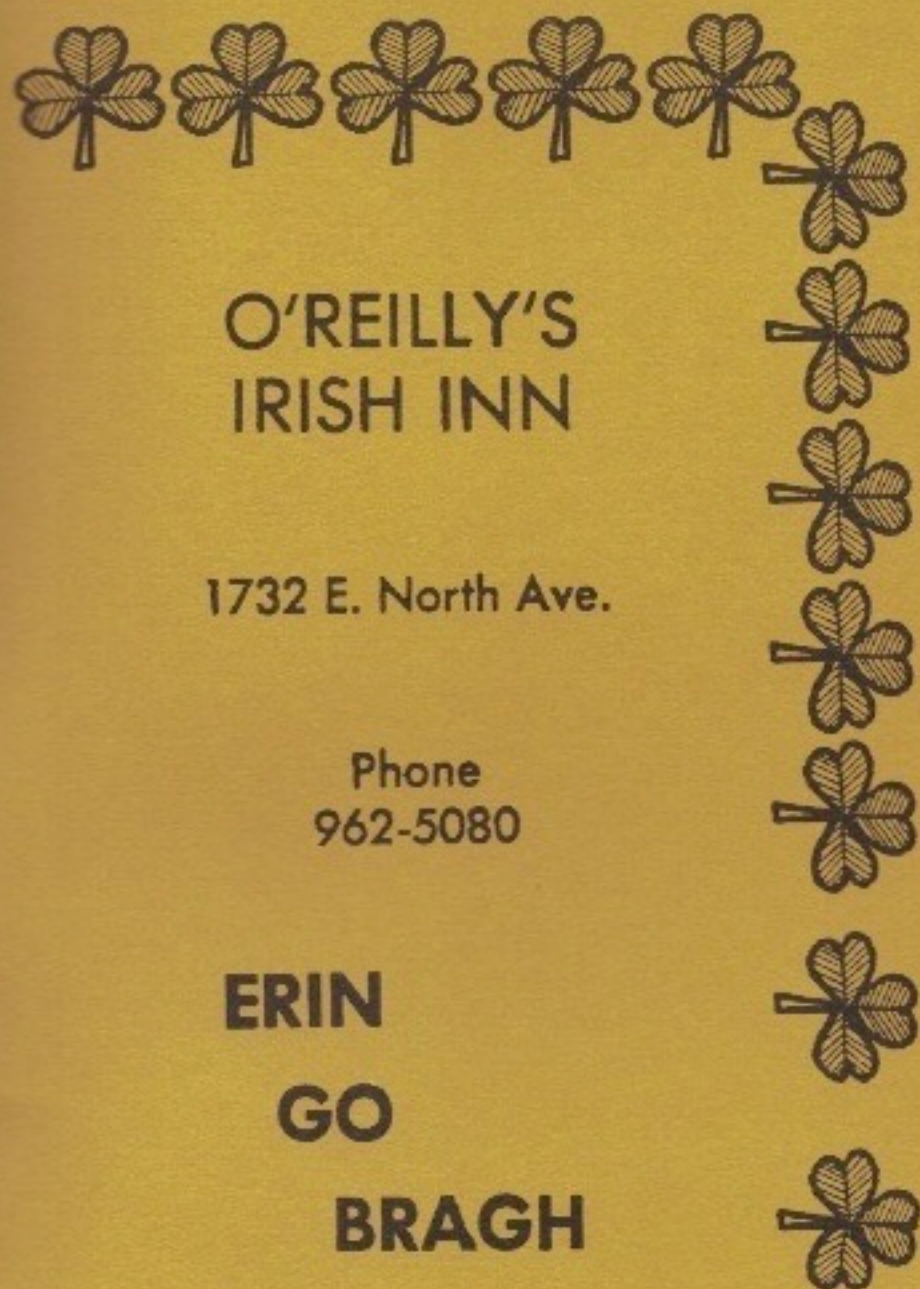
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